

RICK DANGEROUS



# RICK DANGEROUS

The Adventure starts here...

Will Rick Dangerous, intrepid Super Hero and part-time stamp collector survive his first mission in the Aztec temple of the tribe? - should he do so, Rick will face new hazards in the Egyptian tomb and the enemy fortress.

Rick is equipped with

## THE DYNAMITE

This may be laid in order to trigger traps, blow away walls, enemies and generally do some damage, to allow our hero to continue his quest. This also has the added feature of being VERY DANGEROUS

when lit, so our hero must get away from it as quickly as possible before it detonates!



## THE BIG STICK

May be used to:



## Loading Instructions

### Amiga

Amiga A1000 users should switch on the computer and insert Kickstart 1.2 or later. When the "Workbench" prompt appears, insert the game. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

### Atari ST

Switch on the computer and insert the game disk. After a few seconds the title screen will appear, and the game should load in about thirty seconds.

Spectrum 48K/128K v3  
Type LOAD"-enter" or select loader

Amstrad 6128  
Type RUN"RICK"-enter

Commodore 64  
Type LOAD"-&1-Enter

### Tandy

Boot DOS disk, insert game disk and type RICK"-enter"

### IBM

Boot MS DOS, insert game disk and type RICK"-enter"

Note: Both the Tandy and IBM versions are keyboard only

## THE GUN

.....this fires bullets!

There will be a limit to the number of bullets that this holds. By killing a nastie a bonus may be left behind which when collected will replenish the supply. This means the player may have to go back and put himself yet again in danger.

Use your ammunition wisely remember the gun is often a trigger to activate a trap, rather than to just kill the enemy.



## TRAPS

In avoiding traps be resourceful like Rick. The traps are devious. You may need your stick, gun, dynamite or simply your wits to survive, depending on the nature of the trap. There are no instructions as to how each trap is triggered or avoided so be careful - think ahead, things are not always what they seem.....



## Joystick Controls

ST - Amiga - CEM 64 - Spectrum - Amstrad  
Without Fire Button Depressed.

Pushing the joystick left or right causes Rick to walk left or right.  
Pushing the joystick up and to the left or right causes Rick to jump in that direction.

Pushing the joystick down and to the left or right causes Rick to crawl along the ground in that direction.

With Fire Button Depressed

Pushing the joystick left or right causes Rick to use his short stick. Used for pushing buttons or stunning Rick's enemies.  
Pushing the joystick up causes Rick to fire his gun in the direction he is facing.  
Pushing the joystick down causes Rick to light and drop a stick of Dynamite.

WITHOUT FIRE BUTTON DEPRESSED WITH FIRE BUTTON DEPRESSED



## Keyboard Controls

Atari ST/Amiga.

Colour ON/OFF: - Space Bar - Pressing the Space Bar while the title screen is being displayed will turn the colour off, for that realistic 1945 look!

Out to Start: - Escape

Pause ON/OFF: - P

Commodore 64.

Out to Start: - Run/Stop

Pause ON/OFF: - (Up Arrow)

Note: All other controls for the ST, Amiga and Commodore 64 are through the Joystick.

Spectrum, Amstrad and IBM.

Out to Start: -

Down or Jump: -

Walk Left: - Z

Walk Right: - X

Fire Spectrum: - Enter

Fire Amstrad & IBM: - Space Bar

Pause Spectrum & IBM ON/OFF: -

Pause Amstrad ON/OFF: -

Out to Start IBM: -

Out to MS DOS IBM: -

Escape

## CREDITS:

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MANUAL DESIGN AND GRAPHICS

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